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(54) Method and apparatus for merge processing in a text processing system.

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IBM TECHNICAL DISCLOSURE BULLETIN, vol.
21, no. 11, April 1979, pages 4323-29, New York
(USA); R.J. GERLACH et al.: "System for
simplified form fill-in using CRT display"

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Description

Technical field of the invention

5 This invention relates to a text processing system and more particularly to means and methods for enabling an operator to merge various keyed entries of text data to create a document on a text processing system.

Description of the background art

10 It is known in the prior art to merge keyed text data to produce a document utilizing stop codes. In a typical application, known as repetitive letters, the operator creates multiple versions of the same document, differing only in variable replacement text included in that document. The repetitive letter is created by keying and storing the master repetitive letter or shell document. The shell document is created in a similar manner to any other letter except that instead of typing the information that will change from letter to letter (for example, the name, address, and salutation), a Switch Code is typed at each point in the 15 shell document where the information that changes will appear. The parts of the letter that change are called variable information or variables, and the Switch Codes enable the operator to locate the places in the letter where the variables are typed.

20 Pagination functions typically process variable length input lines of text into uniform pages of equal length lines, keep related text on a single page, allow text lines from other documents to be inserted, and make hyphenation decisions or assist an operator of the text processing system in making hyphenation decisions when a word crosses a line ending boundary. The pagination functions are based on the concept of paginating a text document entered by an operator to produce an attractive appearing letter, for example, with equal length lines, etc. An extension of pagination, offered by some text processing systems, allows variable data from a data processing-like file to be merged with a text document to generate a 25 composite document, for example, personalized letters. This capability is generally referred to as "merge file/text" or "auto letters". In this system, the variable data is identified by a "set symbol".

25 There has developed in the text processing market a requirement for systems providing enhanced operator productivity without requiring programming skills on the part of the text processing system operator.

30 IBM Technical Disclosure Bulletin, Vol. 21, No 11, April 1979 pp. 4323-29 discloses a system providing means for processing pre-defined forms making use of a CRT display that provides an interactive rapport between the operator and the system.

35 GB—A—1363910 relates to data processing means arranged for processing text in which symbolic variables are used in a text stream and are processed by a text composition program. More particularly the invention relates to the use of a variable symbol for items of an ordered sequence which are used in the text stream.

The problem still to be solved arises from the fact that existing word processing systems are not providing convenient interactive text processing means enabling the operator to merge prestored texts in a selective way.

40 In accordance with the present invention, an interactive text processing system as defined in claim 1 and a method of operating an interactive text processing system as defined in claim 4 are provided in which the operator interface is usable by an operator with no programming skills.

In a specific embodiment, the operator has the option of choosing a merge operation in response to 45 Switch Codes or a merge operation in response to Named Variables.

Brief description of the drawings

Fig. 1 is a block diagram of the system embodying the present invention;

Fig. 2 is a block diagram of the processor shown in Fig. 1;

50 Fig. 3 illustrates the Merge Tasks Menu as it would appear on the display device of Fig. 1 in accordance with the present invention;

Fig. 4 illustrates the Merge with Named Variables Setup Menu as it would appear on the display device of Fig. 1 in accordance with the present invention;

Fig. 5 illustrates the Merge with Switch Codes Setup Menu as it would appear on the display device of Fig. 1 in accordance with the present invention;

55 Fig. 6 is a hierarchy diagram of the merge subsystem control routines in accordance with the present invention.

Description of the preferred embodiment

Referring now to Fig. 1, a portion of the text processing system is shown, including a processor 10 to 60 which is connected a bus 12 leading from a keyboard 14. Character data generated by manual actuation of keyboard 14 applies character-related signals to processor 10 which provides on an output memory bus 16 a data stream in which the characters selected by actuation of keyboard 14 appear suitably encoded.

Keyboard 14 comprises a normal set of graphic symbol keys such as letters, numbers, punctuation marks, and special character keys, plus text format or control keys like carriage return, indent, etc. In 65 addition, the keyboard includes a second set of control keys for issuing special control commands to the

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system. The control keys include cursor movement keys, keys for setting the keyboard into a number of different modes, etc.

Memory bus 16 extends to a memory unit 20, to a display unit 22, to a diskette unit 24 and to a printer 25.

5 Memory 20 includes text storage buffers 26, 26' which serve to store the coded data stream comprising the text input initially entered through the keyboard 14. Included in the text storage buffers 26, 26' are storage sections for the identity of the active document format which contains the active document keyboard character set (KB/CS) namely, in portions 28, 28'.

10 Text storage buffer control blocks 30, 30' are linked to buffers 26, 26' and include a cursor control section 32, 32'. The text storage buffers 26, 26' are linked to the data on the diskette 24 by storage access control blocks (SACB) (not shown), one of which is included for each text storage buffer.

15 A text storage buffer manager 34 is linked by channels 36, 36' to the control blocks 30, 30' by channels 38, 38' to the buffers 26, 26' and by channels 40 and 42 to a merge controller 44.

Merge controller 44 provides the control routines necessary to execute a merge operation in conjunction with text data stored in the Output TSB 26, the Fill-In TSB 26' and the record buffer 27 as will be described in greater detail later in this specification.

20 A keystroke control routine block 46 is provided to select the appropriate routine for the entered keystroke and is connected to Merge controller 44 by channel 47. The control blocks 30, 30' are connected to merge controller 44 by channels 48, 48'. Buffer 26 is coupled by channel 50 to a display access method block 52 which is coupled by way of channel 54 to a display refresh buffer 56. A display control block 58 is coupled by channel 60 to the display access method block 52. Get control block 57 functions to fetch data which is stored in record buffer 27.

25 In accordance with the present invention, a channel 62 is connected from the active document format storage 28 of buffer 26 to the merge controller 44. Further, an input keyboard character set (KB/CS) block 64 stores the identity of any desired input keyboard character set of keyboard 14 and is connected by way of channel 66 to the merge controller 44.

The display access method block has corresponding access method blocks for the diskette 24 and the printer 25. Each of the blocks serves as an interface to the corresponding unit.

30 The display refresh buffer 56 contains the actual text which is shown on display 22 while the buffer 26 contains all of the display text plus control data.

35 Menu manager 29 selects the appropriate menu to be displayed on display 22 and stores the menu image in menu buffer 31. At the appropriate time, the menu image is transferred by channel 50 to the display access method block 52 for routing to the display refresh buffer 56.

In operation of the system of Fig. 1, the encoded data stream on memory bus 16 is stored in the text 40 storage buffer 26. In the process of correction and editing the contents of the text storage buffer 26, selected portions or lines of a page are presented on display unit 22. Stored in active document format section 28 is the code designating the keyboard character set that was employed in the production of the coded data stream appearing on memory bus 16 leading from processor 10 and applied from text storage buffer 26 to display unit 22 for edit.

45 If it is necessary, for example, to insert a graphic item into the text displayed on unit 22, then a cursor, conventionally available on such display systems, is placed below the character on display 22 at the location immediately preceding which an insert is to be made. The input keyboard character set identification of which the graphic item to be inserted forms a part, is applied by way of channel 66 to the merge controller 44.

50 Referring to Fig. 2, the processor 10 is further detailed to show typical logic hardware elements as found in such processors. The processor may be a commercially available unit, such as from Intel Corporation and identified by the number 8086, or any of the recognized functionally equivalent, currently available microprocessors. Typically, the processor includes a control logic unit 70 which responds to interrupts on a device bus 71 from the keyboard 14. The control logic unit 70 is also connected to a data and address bus 82 interconnected to various other logic units of the processor 10.

55 In response to a fetch instruction from the random access memory 20, the control logic unit 70 generates control signals to other logic elements of the processor. These control signals are interconnected to the various elements by means of a control line 72 which is illustrated directly connected to an arithmetic logic unit 73 and identified as a "control" line 72 to other elements of the processor. Sequence operation of a control unit 70 with other logic elements of the processor 10 is achieved by means of clock pulses input to the processor from an external clock source on a clock line 74. Line 74 is also shown interconnected to other logic elements of the processor 10 detailed in Fig. 2.

60 Data and instructions to be processed in the processor 10 are input through a bus control logic unit 76. Data to be processed may also come from program input/output control logic unit 77. The bus control logic 65 connects storage elements of the random access memory 20 through bus 16 and receives instructions for processing data received from the input/output control 77 or received from the random access memory 20. Thus, the input/output control 77 receives data from the keyboard 14 or the random access memory 20 while the bus control logic 76 receives instructions and/or data from the same memory. Note the different storage sections of the random access memory 20 identifiable for instruction storage and data storage.

65 Device control information from the processor 10 is output through program input/output controller 77

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over a data bus 80. Input data on the data bus 80 from the keyboard 14 is processed internally through the processor by instructions on the bus 82 to temporary scratch registers 83. The arithmetic logic unit 73, in response to a control signal on line 72 and in accordance with instructions received on an input/output data bus 80 performs computations and the results can be stored in the temporary scratch registers 83. Various

- 5 other transfers of data between the arithmetic logic unit 73 and other logic elements of the processor are, of course, possible. Such additional transfers may be to a status register 85, data pointer register 86 or a stack pointer register 87. A program counter 88 is also connected through the data stream bus 82 to various other logic elements in the processor 10.

A particular operating sequence for the processor 10 is determined by instructions and data on the
10 memory bus 16 and input data on the bi-directional bus 80. As an example, in response to received instructions, the processor 10 transfers data stored in the scratch registers 83 to one of the registers 85, 86 or 87. Such operations of processors as detailed in Fig. 2 are considered to be well known and understood by one of ordinary skill in the data processing field. A detailed description of each operation of the processor in Fig. 2 is not deemed necessary for a full understanding of the present invention as claimed.

15 Prior to discussing the flow of the merge control routine and its combination with the text processing system of Fig. 1, an overview of the control system is in order. The specific problem addressed is how to provide an operator interface on a display device that permits merging of documents by either switch codes or named variables in a manner that promotes ease of learning by operators with no programming skills, ease of use and compatibility with existing text processing equipment.

20 The operator creates documents by combining pre-stored text data, paragraphs, or "named variables", which are known as a Shell Document, with pre-sorted personalization information known as a Fill-In Document. The Fill in Document contains one or more Replacement Lists.

The operator has the choice of executing Merge with Switch Codes, as has been done with existing text processing equipment including Magnetic Card equipment, or with Named Variables. The Named Variable
25 allows the operator to mark a position in a document at which "variable" text data is expected to be inserted at a later time. The names of variables (Named Variables) are designated by the operator and may subsequently be used by both the operator and the system for reference. The operator may assign names which relate to the textural information to be inserted (first name or inside address, for example) at the designated position in the document.

30 To execute a Merge operation each Replacement List in the Fill-in Document is merged with the Shell Document. All of the filled-in copies can be stored in a single operator specified output document and optionally printed if desired. Alternatively, the document can be designated to be only printed.

Preparatory to executing a merge operation, there are two documents which must be input by the operator to the Merge application. These documents are created in Create/Revise mode. The two
35 documents are a Shell document and a Fill-In document.

The shell document is a document containing either variables or switch codes at locations corresponding to the places where variable text is to be inserted. Multiple shells can be created within a single document. Each unique shell is identified by a Begin Using Document Format at the top of the first page of the shell.

40 The Fill-In Document contains the Replacement List(s). Replacement Lists can be created by keying each replacement value followed by a switch code if Merge with Switch Codes is to be processed. If the switch code approach is used, no separators are keyed between replacement lists (i.e., there is one list and each replacement value is ended with a switch code). If merge is to be processed with named variables, multiple Replacement Lists are separated within a single document by Page End (PE) codes. If the Named
45 Variable approach is used, replacement values must be entered following the appropriate named variable.

Once the Shell Document and the Fill-In Document have been created, the operator selects Merge Tasks from the Task Selection Menu and the Merge Tasks Menu will be displayed. An illustration of the Merge Tasks Menu as it would appear on the display device is shown in Fig. 3.

A prompt line of the display instructs the operator to type the ID letter to choose an ITEM. The operator
50 makes this selection by typing the appropriate letter in place of the underlined small square at the end of the prompt line of the display and pressing the ENTER key on keyboard 14. The underline represents the position of the cursor and the small square represents the location at which the first keyed character is displayed. For example, to select a Merge with Named Variables, the operator types a "a" in the designated position and presses the ENTER key.

55 In response to the above selection, the Merge with Named Variables Setup Menu is displayed on the display device, and an illustration of this menu is shown in Fig. 4. This menu instructs the operator to make selections concerning the name and location of the Shell Document, the name, location and page numbers to be used for the Fill-In Document and the name and location to be stored for the Merged Document. These selections are made by keying the appropriate ID letter followed by a space and the designated name.

60 Should the selection be made to Merge with Switch Codes, the Merge with Switch Codes Setup Menu would be displayed and an illustration of this menu is included in Fig. 5. This menu instructs the operator to make choices for the name and location of the Shell Document and the Fill-In Document and the name and location to be stored for the Merged Document. After all the selections are made, the operator presses the
65 ENTER key to start the Merge process.

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A Hierarchy Diagram of the Merge Subsystem is shown in Fig. 6 which shows the relationship between the various routines used to execute the Merge process called by the application supervisor 90 under the control of the merge supervisor 91.

- These routines include the Merge Start/End routines (steps 92, 93) which function to display the Merge Task Selection Menu (step 95) and to set up various components and initiate the Merge process (step 96). The Merge Controller 94 controls the Merge process and the Merge Shell Build 97 deals with the actual process for building and outputting the Shell Document (step 98).

The Shell Document is stored on the designated diskette and a copy of the Shell Document is copied into the Output TSB 26. The Fill-In Document is opened (step 99) and the first page is placed in the Fill-In TSB 26'. Each page includes all the variable information for one document. The pagination routine is then invoked in normal fashion. During this routine, the text in the Output TSB 26 is scanned to detect any control codes. Any control codes such as an INCLUDE instruction, for example, are resolved by the pagination routine by instructing the GET control Block to fetch any designated data for inclusion into the document included in Output TSB or the part of the document stored in Fill-In TSB. The designated data is fetched (steps 103, 104, 109) one record at a time and the fetched data is stored in record buffer 27 and transferred into the Output TSB as needed. The pagination routine then proceeds to resolve the control codes (step 105) as encountered. These control codes may be such codes as the previously mentioned INCLUDE instructions (step 106) or either Switch Codes or Named Variables utilized in the Merge process. In the case of Switch Codes or Named Variables (step 107), the data in the Fill-In TSB is scanned and transferred into the designated insert location (step 108) within the text stored in the Output TSB. The pagination routine continues to merge the designated text data into the Output TSB until a page is completed. At a Page End the TSB Manager 34 stores the completed page on the designated diskette. In addition, if printing is designated by the operator, the page is also sent to the printer 25 (steps 101, 102). The Merge process continues in this manner until all of the pages in the document have been processed (steps 110, 111). Error Handler steps 112 to 115 are also available.

Suitable program routines in program design language (PDL) for implementing the described Merge control system are shown in the following tables:

DESCRIPTIVE—NAME=MERGE START/END

30 FUNCTION= The Merge Start/End component (MSE----) contains the routines necessary to load and delete the routines used by the Merge load. In addition, it contains a routine that will display the Merge Task Selection menu and initiate the Merge process.

35 TABLE 1
MERGE INITIALIZE

```
BEGIN (MSEINIT)
  PUT UP THE 'LOADING TASK' MODE MSG
  LOAD ROUTINES FOR MERGE APPLICATION
40  IF LOAD RETURN CODE IS NOT FATAL
    ALLOCATE AND INITIALIZE DATA AREAS
    INITIALIZE POINTER TO DATA AREAS
    INITIALIZE THE SACP FIELDS IN MERGE DATA AREAS
    INITIALIZE DISPLAY STATUS LINE
45  ELSE
    PUT UP ERROR MESSAGE
  ENDIF
  RESTORE THE LOADSET RETURN CODE
  RETURN TO CALLER
50 END (MSEINIT)
```

TABLE 2
MERGE TERMINATION

```
BEGIN (MSETERM)
55  DELETE THE MERGE APPLICATION
  FREE THE MERGE DATA AREAS
  RETURN TO CALLER
END (MSETERM)
```

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TABLE 3
MERGE SUPERVISOR

```
BEGIN (MSESUPER)
  FETCH THE KEYBOARD ARRANGEMENT
  5   PLACE ARRANGEMENT IN THE MERGE DATA AREA
      ALLOCATE THE MERGE WORKSPACE
      BUILD THE MERGE POOL
      ALLOCATE THE SPACE FOR THE TWO TSBS, THE DOCUMENT
      FORMAT BUFFER, THE VARIABLE FILL-IN PAGE NAME
  10   LIST BUFFER, THE MERGE CONTROL BLOCK, AND THE
      GET PAGE(S) CONTROL BLOCK
      CALCULATE AND SAVE THE ADDRESSES OF THE ABOVE DATA AREAS
      UNTIL THE OPERATOR CHOOSES THE "RETURN TO TASK SELECTION" OPTION OR CANCELS THE
      MENU DO
  15   IF THE MENU BUFFER DOES NOT EXIST THEN
      ALLOCATE THE MENU BUFFER
      ALLOCATE THE MENU DESCRIPTORS
      ENDIF
      INITIALIZE THE MENU DESCRIPTORS FOR THE MERGE TASK SELECTION MENU
  20   DISPLAY THE MERGE TASK SELECTION MENU
      IF OPERATOR DID NOT CANCEL, THEN
          IF THE OPERATOR CHOSE ONE OF THE MERGE DIRECTIVE OPTIONS THEN
              IF SWITCH CODE MERGE WAS CHOSEN THEN
                  TURN ON THE APPROPRIATE FLAG
  25   ENDIF
          CALL THE MERGE PROCESS CONTROLLER
          IF MERGE COMPLETED SUCCESSFULLY THEN
              DISPLAY "MERGE COMPLETE"
          ELSE
              IF NO VARIABLES OR SWITCH CODES WERE FOUND THEN
                  ENDIF
              ENDIF
          ENDIF
  30   ENDDO
      IF THE MENU BUFFER EXISTS THEN
          FREE THE MENU BUFFER AND THE MENU DESCRIPTORS
      ENDIF
      FREE THE REMAINING DATA AREAS
  40   FREE THE MERGE POOL
      FREE THE MERGE WORKSPACE
      RETURN TO CALLER
  END MSESUPER
```

45 DESCRIPTIVE—NAME=MERGE CONTROLLER

FUNCTION= The Merge Controller component (MCN- - - -) contains the routines which control the Merge process. This component controls repetitive Letters and Document Assembly functions for both named VARIABLEs and switch code Merge. This component detects all *setup* errors and redisplays the appropriate setup menu so the operator may correct the error.

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TABLE 4
MERGE CONTROLLER

```
BEGIN MCNCNTLR
    INITIALIZE THE SACBS IN THE MAVT
    5      INVOKE MCNSMENU—DISPLAY AND PROCESS THE APPROPRIATE SETUP MENU
    IF MEDIA OUTPUT THEN
        SET UP FOR OUTPUT DOCUMENT
    ENDIF
    IF THE OPERATOR DID NOT ABORT THEN
    10     SET THE DEFAULT INCLUDE DISKETTE NAME FIELD IN THE GET CONTROL BLOCK
        DISPLAY THE MERGING MESSAGE ON THE DISPLAY STATUS LINES
        FREE THE MENU DESCRIPTORS AND MENU BUFFER
        WHILE MERGE_NOT_FINISHED —AND— THE ABORT FLAG IS OFF DO
            IF NO TERMINAL ERROR OCCURRED THEN
    15     UNTIL A PAGE IS FOUND OR NO MORE PAGES DO
            INVOKE MSBBUMPV—READ THE NEXT VARIABLE
            LIST INTO THE TSB
            ENDIF
            IF THE MERGE_FINISHED FLAG WAS NOT SET THEN
    20     IF NO TERMINAL ERROR OCCURRED THEN
            INVOKE MSBBLDSH—MERGE THE DOCUMENT
            ENDIF
            IF ANY TERMINAL ERRORS OCCURRED (IN MSBBUMPV OR MSBBLDSH) THEN
                TURN ON THE ABORT FLAG (TO TERMINATE MERGE) AND CALL
                THE ERROR HANDLER SUBROUTINE
    25     ELSE
            POLL FOR REQUEST OR END KEYS
            IF REQUEST WAS HIT THEN
                PASS CONTROL TO THE REQUEST KEY PROCESSOR
            30     CLEAR THE SCREEN
            ENDIF
            ENDIF
            ENDDO
    35     INVOKE MSBCOMP—BRING THE MERGE TASK TO AN ORDERLY HALT
            ENDIF
            IF MSBCOMP HAD A TERMINAL ERROR THEN
                CHECK FOR AND HANDLE ANY ERRORS
            ENDIF
    40     IF MERGE WAS ABORTED DUE TO ERRORS THEN
            IF PRINT ONLY AND NO PAGES FOUND THEN
                PUT UP NO PAGES FOUND MESSAGE
            ELSE
                DISPLAY THE 'MERGE UNSUCCESSFUL' MESSAGE
            45     ENDIF
            ENDIF
            CLEAR THE MERGING MESSAGE ON DISPLAY STATUS LINES
            RETURN TO THE CALLER
    END MCNCNTLR
    50
```

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TABLE 5
SETUP MENU

```
BEGIN (MCNSETUP)
  OPEN THE SHELL DOCUMENT
  5   OPEN THE VARIABLE FILL-IN DOCUMENT
      IF OUTPUT IS NOT 'PRINT ONLY' THEN
          CREATE THE OUTPUT DOCUMENT
      ENDIF
      UNTIL ALL OF DOCUMENT FORMAT IS READ IN DO
      10  READ THE NEXT (FIRST) DOCUMENT FORMAT RECORD OF
          THE SHELL DOCUMENT INTO THE DOCUMENT FORMAT BUFFER
          IF OUTPUT IS NOT 'PRINT ONLY' THEN
              WRITE THE DOCUMENT FORMAT RECORD TO THE OUTPUT DOCUMENT
              IF WE ARE WRITING OUT THE FIRST RECORD OF DOCUMENT FORMAT THEN
                  15    NAME THE RECORD
              ENDIF
          ENDIF
      ENDDO
      IF OUTPUT IS NOT 'PRINT ONLY' THEN
      20  WRITE THE DOCUMENT FORMAT RECORD TO THE OUTPUT DOCUMENT
          NAME THE RECORD
      ENDIF
      INITIALIZE THE TWO TSBS AND TSB CONTROL BLOCKS
      HANDLE ANY READ/WRITE ERRORS
      25  HANDLE OUTPUT DOCUMENT OPEN ERRORS
          HANDLE VARIABLE DOCUMENT OPEN ERRORS
          HANDLE ANY OPEN ERRORS
          RETURN TO CALLER
      END (MCNSETUP)
  30
```

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TABLE 6
INITIALIZE MENU

```
BEGIN (MCNSMEN)  
    UNTIL THE MERGE SETUP IS PROPERLY ENTERED  
5     —OR— THE OPERATOR CANCELLED WITHOUT CHANGES DO  
     IF THIS IS THE FIRST TIME THAT THE MENU WILL  
     BE DISPLAYED OR DID THE OPERATOR CANCEL THE  
     MENU WITH CHANGES MADE THEN  
     INITIALIZE THE NUMERIC MENU DESCRIPTORS  
10    FIND THE DEFAULT PAPER FEED TYPE  
     DETERMINE WHETHER A DEFAULT DISKETTE EXISTS  
     ON THE SYSTEM AND INITIALIZE THE SHELL  
     DISKETTE MENU DESCRIPTORS  
     INITIALIZE THE VARIABLE FILL-IN DISKETTE MENU DESCRIPTORS  
15    INITIALIZE THE OUTPUT DISKETTE MENU DESCRIPTORS  
     UNLOCK THE SYSTEM RESOURCES  
     INITIALIZE THE DOCUMENT MENU DESCRIPTORS  
     INITIALIZE THE PAGE NAME LIST MENU DESCRIPTORS  
     ENDIF  
20    IF SWITCH CODE MERGE WAS CHOSEN THEN  
     POINT TO THE SWITCH CODE MERGE MENU DESCRIPTORS  
     ELSE  
     POINT TO THE NAMED VARIABLE MERGE MENU DESCRIPTORS  
     ENDIF  
25    PUT UP THE APPROPRIATE SETUP MENU  
     IF THE MENU WAS CANCELLED WITH EITHER CHANGES  
     OR NO CHANGES MADE TO THE MENU THEN  
     IF THE CANCEL WAS WITH NO CHANGES THEN  
         TURN ON THE ABORT AND CANCEL FLAGS  
30    ENDIF  
     ELSE  
     MARK MENU ITEMS INVALID IF THE OPERATOR DID  
     NOT SPECIFY A SHELL DOCUMENT NAME, A SHELL  
     DISKETTE NAME, A VARIABLE FILL-IN DOCUMENT  
     NAME AND A VARIABLE FILL-IN DISKETTE NAME  
35    IF ALL OF THE REQUIRED PARAMETERS WERE ENTERED THEN  
     PROCESS THE PRINT OUTPUT DOCUMENT OPTION  
     PROCESS THE OUTPUT DOCUMENT NAME OPTION  
     IF THE OPERATOR SPECIFIED AN INVALID OUTPUT TYPE THEN  
40    TURN ON THE SETUP ERROR OCCURRED FLAG AND  
     MARK THE APPROPRIATE MENU ITEMS AS INVALID  
     ENDIF  
     IF NO INVALID OUTPUT TYPE ERROR OCCURRED  
     THEN  
45    PROCESS THE CANCEL OR ERROR OPTION  
    PROCESS THE VARIABLE FILL-IN PAGE NAME LIST OPTION  
    INVOKE MCNSETUP—CREATE/OPEN SPECIFIED  
    DOCUMENTS AND INITIALIZE THE SPECIFIED TSBS  
    ENDIF  
50    ENDIF  
    ENDIF  
    ENDDO  
    RETURN TO CALLER  
END MCNSMEN  
55     DESCRIPTIVE—NAME=MERGE SHELL BUILD
```

FUNCTION= The Merge Shell Build component (MSB----) deals with the actual process of building and outputting the shell via the Merge Application. This component is responsible for detecting and saving all *execution* errors.

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TABLE 7
BUILD SHELL

```
BEGIN (MSBBLDSH)
  IF NOT FIRST TIME THRU THEN
    5   CALL THE GET SHELL ROUTINE TO PUT THE OPERATOR
        SPECIFIED SHELL INTO THE APPROPRIATE OUTPUT DOCUMENT
        ENDIF
        PAGINATE AND RESOLVE THE INCLUDES AND VARIABLES
        RECORD THE LAST PAGE
      10  INDICATE END OF SHELL
          CALL PRINTER INTERFACE TO ENTER THE LAST PAGE IN TRAIL PRINT
          RESET END OF SHELL
          IF NO VARIABLE FOUND IN SHELL THEN
            SETUP FOR ABORT
        15  ENDIF
          RETURN TO THE CALLER
      END MSBBLDSH
```

TABLE 8
 INSERT VALUE INTO OUTPUT

```
20
BEGIN (MSBINVAL)
  SAVE CHARACTER SET AT END OF VALUE
  MOVE CURSOR TO START OF VALUE
  SAVE CHAR SET AT START OF VALUE
25
  RESOLVE ANY CHARACTER SET MISMATCHES AT START OF VALUE
  MOVE CURSOR TO END OF SWITCH CODE OR NAMED VARIABLE
  RESOLVE ANY CHARACTER SET MISMATCHES AT END OF VALUE
  ENDDO
  RETURN TO THE CALLER
30
END (MSBINVAL)
```

TABLE 9
 VARIABLE SEARCH

```
BEGIN (MSBVSRC)
  INDICATE A VALUE HAS NOT BEEN FOUND
  INDICATE END OF VALUE NOT FOUND
  IF NOT SWITCH CODE MERGE THEN
    CHECK CURRENT VARIABLE FOR NAME MATCH
    IF VALUE NOT FOUND THEN
      35  IF NOT AT TOP OF PAGE THEN
          PUT REPLACEMENT LIST LOCATION POINTER AT TOP OF PAGE
          ENDIF
          UNTIL VARIABLE NAME MATCH FOUND OR END OF PAGE FOUND DO
          CHECK CURRENT VARIABLE FOR NAME MATCH
        40  IF VARIABLE NAME MATCH NOT FOUND THEN
          MOVE TO NEXT CONTROL SEQUENCE
          ENDIF
          ENDDO
        ENDIF
      50  IF VALUE FOUND THEN
          SAVE LOCATION OF FIRST CHARACTER
          FIND END OF VALUE
          SAVE LOCATION OF VALUE END
          ENDIF
        55  ELSE
          INDICATE A VARIABLE WAS FOUND IN SHELL
          IF NOT AT END OF DOCUMENT THEN
            INDICATE VALUE FOUND
            SAVE LOCATION OF VALUE START
          60  MOVE TO NEXT SWITCH CODE OR END OF DOCUMENT
            SAVE LOCATION OF END OF VALUE
            ENDIF
          ENDIF
          RETURN TO CALLER
      65  END MSBVSRC
```

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TABLE 10
SHELL BUILD COMPLETION

BEGIN (MSBCOMP)
 REINITIALIZE MERGE CONTROL BLOCK
5 REINITIATE GET CONTROL BLOCK
 CLOSE THE FILL-IN DOCUMENT
 CLOSE THE SHELL DOCUMENT
 CLOSE THE OUTPUT DOCUMENT
 COMPLETE PRINTING OF OUTPUT BACKGROUND
10 RETURN TO CALLER
END MSBCOMP

TABLE 11
RESOLVE INCLUDES

15 BEGIN (MSBRSINC)
 SETUP TO RESOLVE INCLUDED PAGES
 RESOLVE INCLUDES BY FETCHING PAGE
 HANDLE ERRORS
 IF ABORT INDICATED THEN
20 INDICATE IT IN RETURN CODE
 ENDIF
 RETURN TO CALLER
END (MSBRSINC)

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TABLE 12
RESOLVE PAGE

```
BEGIN (MSBRSPG)
  IF NOT END OF MERGE THEN
    5    IF PRINT OUTPUT THEN
      IF PRINT ONLY THEN
        IF $SYSDOC1 PRINTING AND PROCESSING
          THEN GIVE PAGE TO PRINTER
        ELSE
          10   IF $SYSDOC2 IS PRINTING AND PROCESSING THEN
            GIVE PAGE TO PRINTER
          ELSE
            IF ONE DOCUMENT PRINTING AND THE OTHER
              PROCESSING THEN
              15   IF END OF A SHELL THEN
                DETERMINE DOCUMENT STATUS
                IF SYSTEM DOCUMENT IN THE QUEUE IS NOT PRINTING THEN
                  POST MERGE WAITING UNTIL DOCUMENT NOW PRINTING IS FINISHED
                  UNTIL SYSTEM DOCUMENT FINISHED
                  20   PRINTING OR END PRESSED DO
                    POLL FOR REQUEST KEY
                    POLL FOR END KEY
                    ENDDO
                    TAKE MESSAGE DOWN
                  25   ENDIF
                ENDIF
                DETERMINE DOCUMENT STATUS
                IF DOCUMENT THRU PRINTING THEN
                IF NOT AN ABORT THEN
                  ENDIF
                  30   GIVE NEW DOCUMENT TO PRINTER
                    INDICATE DOCUMENT IS PRINTING
                  ENDIF
                ELSE
                  35   IF $SYSDOC1 PROCESSING AND $SYSDOC2
                    NONEXISTENT THEN
                      GIVE NEW DOCUMENT TO PRINTER
                      IF DOCUMENT SUBMITTED TO PRINT THEN
                        INDICATE DOCUMENT IS PRINTING
                    40   ENDIF
                    ENDIF
                  ENDIF
                  ENDIF
                45   ELSE
                  GIVE PAGE TO TRAIL PRINT
                  INDICATE DOCUMENT IS PRINTING
                ENDIF
                SAVE CURRENT PAGE NAME OF OUTPUT DOCUMENT
              50   ENDIF
            ELSE
              POLL FOR REQUEST KEY
              POLL FOR END KEY
            ENDIF
            55   RETURN TO THE CALLER
  END MSBRSPG
$SYSDOC1 AND $SYSDOC2 ARE TEMPORARY SYSTEM DOCUMENTS
```

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TABLE 13
GET NEXT REPLACEMENT LIST

```
BEGIN (MSBBUMPV)
  IF NOT SWITCH CODE MERGE THEN
    5    UNTIL NEXT LIST FOUND OR NO MORE LISTS DO
        IF ALL REPLACEMENT LISTS ARE TO BE USED AND
          IF FIRST TIME THEN
            GET FIRST PAGE
          ELSE
        10   IF ALL REPLACEMENT LISTS ARE TO BE USED THEN
            SAVE NEXT PAGE NAME OF REPL. LIST
            ELSE
              IF FIRST TIME THRU THEN
                INDICATE DONE ONCE
            15   ENDIF
              SAVE NEXT PAGE NAME OF REPL. LIST
              ENDIF
              IF NOT ON LAST PAGE OF DOCUMENT OR NOT ON
                LAST PAGE OF PAGE LIST THEN
                  20   GET THE NEXT PAGE
                  ENDIF
                  ENDIF
                  ENDDO
                ELSE
      25     IF FIRST TIME THRU THEN
                   GET THE FIRST PAGE
                 ELSE
                   IF END OF DOCUMENT THEN
                     INDICATE MERGE COMPLETE
      30     ELSE
                   IF NEXT CHARACTER IS A LINE END THEN
                     MAKE SURE ANOTHER VARIABLE EXISTS
                     ENDIF
                   ENDIF
      35     ENDIF
                 ENDIF
                 IF NOT FINISHED MERGING THEN
                   INDICATE PAGE FOUND
                   UPDATE THE PAGE NAME
      40     ENDIF
                 ERROR HANDLING
                 RETURN TO CALLER
END MSBBUMPV
```

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TABLE 14
GET INTERMEDIATE SHELL

```
BEGIN (MSBGISHL)
  IF PRINT ONLY OUTPUT THEN
    IF FIRST TIME THRU THEN
      OPEN (CREATE) $SYSDOC1
      SET $SYSDOC1 STATUS TO PROCESSING
    ENDIF
    IF $SYSDOC1 STATUS IS PRINTING THEN
      10   RESET $SYSDOC1 PROCESSING
      DELETE $SYSDOC2
      OPEN (CREATE) $SYSDOC2
      SET $SYSDOC2 STATUS TO PROCESSING
    ELSE
      15   IF $SYSDOC2 STATUS IS PRINTING THEN
          RESET $SYSDOC2 PROCESSING
          DELETE $SYSDOC1
          SET $SYSDOC1 STATUS TO PROCESSING
        ENDIF
    ENDIF
    20   ESTABLISH TSB SESSION WITH ACTIVE DOCUMENT
        COPY DOCUMENT FORMAT FROM BUFFER TO ACTIVE DOCUMENT
    ENDIF
    IF PRINT ONLY OR IF FIRST TIME THRU AND MEDIA OUTPUT THEN
      25   FETCH AND STORE DOCUMENT FORMAT
          SETUP TO READ AND STORE DOCUMENT FORMAT
          READ DOCUMENT FORMAT
          STORE DOCUMENT FORMAT
    ENDIF
    30   STORE STARTING PAGE NAME
        MOVE OPERATOR SPECIFIED SHELL INTO APPROPRIATE OUTPUT DOCUMENT
        RETURN TO THE CALLER
END MSBGISHL
```

DESCRIPTIVE-NAME=MERGE ERRORS

35 FUNCTION= The Merge Errors component (MER----) deals with the insertion of the output shell error messages and the quantitative error message at the end of the shell in which the error(s) occurred.

TABLE 15
MERGE EXECUTION ERROR HANDLER

```
40 BEGIN (MERHNDLR)
  GET ADDRESS OF MERGE ERROR CONTROL BLOCK
  GET TSB CONTROL BLOCK ADDRESS
  GET THE ERROR NUMBER
  45 INDICATE AN EXECUTION ERROR FOUND DURING MERGE
  SAVE CURRENT TSB LOCATION
  BUMP THE SEQUENTIAL ERROR NUMBER
  DETERMINE WHICH MESSAGE TO USE FROM ERROR MESSAGE TABLE
  GET START OF TABLE
  50 SUBTRACT ONE FROM ERROR CODE TO GET CORRECT DISPLACEMENT INTO TABLE
  FIND OFFSET OF MESSAGE DISPLACEMENT
  SAVE THE MESSAGE NUMBER
  GENERATE POINTER TO WORK AREA FOR BUILDING THE ERROR MESSAGE
  ESTABLISH TSB ADDRESSABILITY
  55 SAVE THE POINTER
  BUILD MESSAGE
  MOVE MESSAGE INTO TSB
  ESTABLISH TSB ADDRESSABILITY
  CALCULATE HOW MANY CHARACTERS TO MOVE
  MOVE MESSAGE INTO TSB
  60 IF CANCEL ON ERROR IS ACTIVE THEN
    INDICATE ABORT
  ENDIF
  RETURN TO THE CALLER
65 END MERHNDLR
```

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TABLE 16
MERGE ERROR MESSAGE NUMBER TABLE

BEGIN (MERTBL)
END MERHNDLR

5 THIS TABLE CONTAINS A LIST OF ALL THE MERGE EXECUTION ERRORS

While the invention has been particularly shown and described with reference to a preferred embodiment it will be understood by those skilled in the art that various other changes by equivalent means may be made such as utilizing other types of input/output devices, other types of displays other memory organizations 10 without departing from the scope of the invention as defined by the claims.

Claims

1. Interactive text processing system in which a document input by way of a keyboard (14) is stored 15 (20), displayed (22) to an operator, and merged with other keyed data in accordance with directions supplied to said system by an operator interacting with the keyboard (14) and the display unit, comprising:
 - means (90, 91) allowing the operator to signal by way of the keyboard, by a first or a second control code, the location in a document at which an insert of pre-stored text data is to be added to the document;
 - means (94) causing the system to display a first menu (fig. 3) of predetermined task selections 20 selectable by the operator,
 - means allowing the operator to select by way of the keyboard either a first type (a, fig. 3) of merge operation operable in response to said first control code or a second type (b, fig. 3) of merge operation operable in response to said second control code,
 - means causing the system to display, when said first type of merge operation is selected by the 25 operator, a second menu of predetermined task selections or, when said second type of merge operation is selected by the operator, a third menu of predetermined task selections,
 - means allowing the operator to specify the way of the keyboard and identification of an insert of pre-stored text data, and
 - means (44) for causing the system to fetch, in response to the specified identification, the appropriate 30 insert of pre-stored text data and to merge said data into said document at the signalled location to produce a revised document.
2. Interactive text processing system according to claim 1 characterized in that said first control code comprises conventional coded data known as Switch Codes.
3. Interactive text processing system according to claim 1 characterized in that first control code 35 comprises operator's set up references related to the textual information to be inserted and designated as "Names variables".
4. A method of operating an interactive text processing system in which a document input by way of a keyboard (14) is stored (20), displayed (22) to an operator, and merged with other keyed data in accordance with directions supplied to said system by an operator interacting with the keyboard and the display unit, the method comprising the steps of:
 - allowing the operator to signal by way of the keyboard, by a first or a second control code, the location in a document at which an insert of pre-stored text data is to be added to the document;
 - causing the system to display a first menu of predetermined task selections selectable by the operator,
 - allowing the operator to select by way of the keyboard either a first type of merge operation operable in 45 response to said first control code or a second type of merge operation operable in response to said second control code,
 - causing the system to display, when said first type of merge operation is selected by the operator, a second menu of predetermined task selections or, when said second type of merge operation is selected by the operator, a third menu of predetermined task selections,
 - allowing the operator to specify by way of the keyboard the identification of an insert of pre-stored text 50 data, and
 - causing the system to fetch, in response to the specified identification, the appropriate insert of pre-stored text data and to merge said data into said document at the signalled location to produce a revised document.
5. Method according to claim 4, characterised in that said first control code comprises Switch Codes.
6. Method according to claim 4 characterized in that said second control code comprises Named Variables.

Patentansprüche

- 60 1. Interaktives Textverarbeitungssystem, in dem ein über eine Tastatur (14) eingegebenes Dokument (20) gespeichert, einem Bediener angezeigt (22) mit anderen über eine Tastatur angegebene Daten gemäss Anweisungen verschmolzen wird, die dem besagten System durch einen Bediener mit Hilfe der Tastatur (14) und der Anzeigeeinheit mitgeteilt werden, enthaltend:
 - Mittel (90, 91), die es dem Bediener gestatten, über die Tastatur durch einen ersten oder einen zweiten 65

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Steuercode die Stelle in einem Dokument anzugeben, in dem vorgespeicherte Textdaten in das Dokument eingefügt werden sollen.

Mittel (94), die das System veranlassen, ein erstes Menu (Abb. 3) vorgegebener Aufgaben anzuzeigen, die vom Bediener gewählt werden können.

5 Mittel, die es dem Bediener gestatten, über die Tastatur entweder einen ersten Typ (a, Abb. 3) eines Verschmelzungsvorgangs vorzunehmen, der sich in Antwort auf den besagten ersten Steuercode durchführen lässt, oder von einem zweiten Typ, der sich als Antwort auf den zweiten Steuercode durchführen lässt.

10 Mittel, welche das System veranlassen, wenn besagter erster Verschmelzungstyp vom Bediener gewählt wird, ein zweites Menü vorgegebener Aufgabe anzuzeigen, oder wenn der zweite Typ der Verschmelzungsvorgänge gewählt wird, ein drittes Menü mit vorgegebenen Aufgaben.

Mittel, die es dem Bediener gestatten, über die Tastatur die Identifizierung einer Einfügung von vorgespeicherten Textdaten vorzunehmen, und

15 Mittel (44), welche das System veranlassen, entsprechend auf die spezifizierte Identifizierung die entsprechende Einfügung vorgespeicherter Textdaten vorzunehmen und die besagten Daten in besagtem Dokument an der angegebenen Stelle einzufügen, um ein überarbeitetes Dokument zu erstellen.

2. Interaktives Textverarbeitungssystem gemäss Anspruch 1, dadurch gekennzeichnet, dass der erste Kontrollkode konventionell kodierte Daten enthält, die als Umschaltkode bekannt sind.

3. Interaktives Testverarbeitungssystem gemäss Anspruch 1, dadurch gekennzeichnet, dass der erste Steuercode vom Bediener eingesetzte Referenzen enthält, die sich auf die einzufügende Textinformation beziehen und also "Variablennamen" bezeichnet sind.

4. Methode der Betätigung eines interaktiven Textverarbeitungssystems, in dem ein über eine Tastatur eingegebenes Dokument (14) gespeichert (20), dem Bediener angezeigt (22) und mit anderen verschlüsselten Daten gemäss den dem System vom Bediener über Tastatur und Anzeigeeinheit erteilten

25 Weisungen verschmolzen wird, wobei die Methode folgende Schritte enthält:
dem Bediener wird ermöglicht, über die Tastatur durch einen ersten oder zweiten Steuercode die Stelle in einem Dokument anzugeben, an der eine Einfügung vorgespeicherter Textdaten im Dokument vorgenommen werden soll,

das System wird veranlasst, ein erstes Menü vorgegebener Aufgaben anzuzeigen, aus denen der 30 Bediener eine auswählen kann;

dem Bediener wird gestattet, über die Tastatur entweder einen ersten Typ eines Vermischungsvorgangs auszuwählen, der sich in Antwort auf besagten ersten Steuercode durchführen lässt, oder einen zweiten Typ Vermischungsvorgang, der in Antwort auf besagten zweiten Steuercode ausgeführt wird,

35 das System wird veranlasst, wenn besagter erster Verschmelzungstyp vom Bediener gewählt wird, ein zweites Menü mit vorgegebenen Aufgaben anzuzeigen, oder wenn besagter zweiter Typ des Verschmelzungsvorgangs vom Bediener gewählt wird, ein drittes Menü vorgegebener Aufgaben,

dem Bediener wird gestattet, über die Tastatur die Identifizierung der Einfügung vorgespeicherter Textdaten zu spezifizieren,

40 das System wird veranlasst, ansprechend auf die spezifizierte Identifikation die gewünschten vorgespeicherten Textdaten zu holen und besagte Daten in das besagte Dokument an der angegebenen Stelle einzufügen, um ein überarbeitetes Dokument herzustellen.

5. Verfahren gemäss Anspruch 4, dadurch gekennzeichnet, dass besagte erste Kontrolle Umschaltcodes enthält.

6. Methode gemäss Anspruch 4, dadurch gekennzeichnet, dass besagte zweite Steuercode benannte 45 Variablen enthält.

Revendications

50 1. Système de traitement de texte interactif dans lequel une entrée de document effectuée au moyen d'un clavier (14) est mise en mémoire (20), affichée en (22) pour l'opérateur et mélangée à d'autres données entrées au clavier selon des directions délivrées audit système par l'opérateur en interaction avec le clavier (14) et l'unité d'affichage, comprenant:

des moyens (90, 91) permettant à l'opérateur de signaler au moyen du clavier et par un premier ou un 55 second code de commande, l'emplacement dans un document où des données de texte pré-ammagasinées doivent être ajoutées par insertion,

des moyens (94) provoquant l'affichage par le système d'un premier menu (Figure 3) d'une sélection de tâches pré-déterminées pouvant être sélectionnées par l'opérateur,

des moyens permettant à l'opérateur de sélectionner au moyen du clavier soit un premier type (a, 60 Figure 3) d'opération de fusion pouvant être effectuée en réponse audit premier code de commande, soit un second type (b, Figure 3) d'opération de fusion pouvant être effectuée en réponse audit second code de commande,

des moyens provoquant l'affichage par le système lorsque ledit premier type d'opération de fusion est choisi par l'opérateur, d'un second menu de tâches pré-déterminées ou, lorsque ledit second type 65 d'opération de fusion est choisi par l'opérateur, d'un troisième menu de tâches pré-déterminées,

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- des moyens permettant à l'opérateur de spécifier au moyen du clavier, l'identification d'une insertion de données de texte pré-emmagasinées, et
- des moyens (44) pour provoquer le retrait par le système, en réponse à l'identification spécifiée, de l'insertion appropriée de données de texte pré-emmagasinées et la fusion desdites données dans ledit document à l'emplacement signalé pour obtenir un document révisé.
- 5 2. Système de traitement de texte interactif selon la revendication 1 caractérisé en ce que ledit premier code de commande comprend des données codées classiques appelées "Codes de Commutation".
3. Système de traitement de texte interactif selon la revendication 1 caractérisé en ce que le premier code de commande comprend des références de mise en place de l'opérateur relatives à l'information 10 textuelle à insérer et appelées "Variables nommées".
4. Une méthode d'actionnement d'un système de traitement de texte interactif dans lequel une entrée de document au moyen d'un clavier (14) est mise en mémoire (20), affichée en (22) pour un opérateur et mélangée avec d'autres données entrées au clavier selon des revendications délivrées audit système par un opérateur en interaction avec le clavier et l'unité d'affichage, la méthode:
- 15 permettant à l'opérateur de signaler par l'intermédiaire du clavier, au moyen d'un premier ou d'un second code de commande, l'emplacement dans un document où des données de texte pré-emmagasinées doivent être ajoutées,
- provoquant l'affichage par le système d'un premier menu de tâches prédéterminées pouvant être choisies par l'opérateur,
- 20 permettant à l'opérateur de sélectionner au moyen du clavier soit un premier type d'opération de fusion pouvant être actionné en réponse audit premier code de commande, soit un second type d'opération de fusion pouvant être actionnée en réponse audit seconde code de commande,
- provoquant l'affichage par le système lorsque ledit premier type d'opération de fusion est choisi par l'opérateur, d'un second menu de tâches prédéterminées ou lorsque ledit second type d'opération de 25 fusion est choisi par l'opérateur, d'un troisième menu de tâches prédéterminées,
- permettant à l'opérateur de spécifier au moyen du clavier, l'identification d'une insertion de données de texte pré-emmagasinées, et
- provoquant le retrait par le système, en réponse à l'identification spécifiée, de l'insertion appropriée de 30 données de texte pré-emmagasinées et la fusion desdites données dans ledit document à l'emplacement signalé pour obtenir un document révisé.
5. Méthode selon la revendication 4 caractérisée en ce que ledit premier code de commande comprend des "Codes de Commutation".
6. Méthode selon la revendication 4 caractérisée en ce que ledit seconde code de commande comprend des "Variables nommées".

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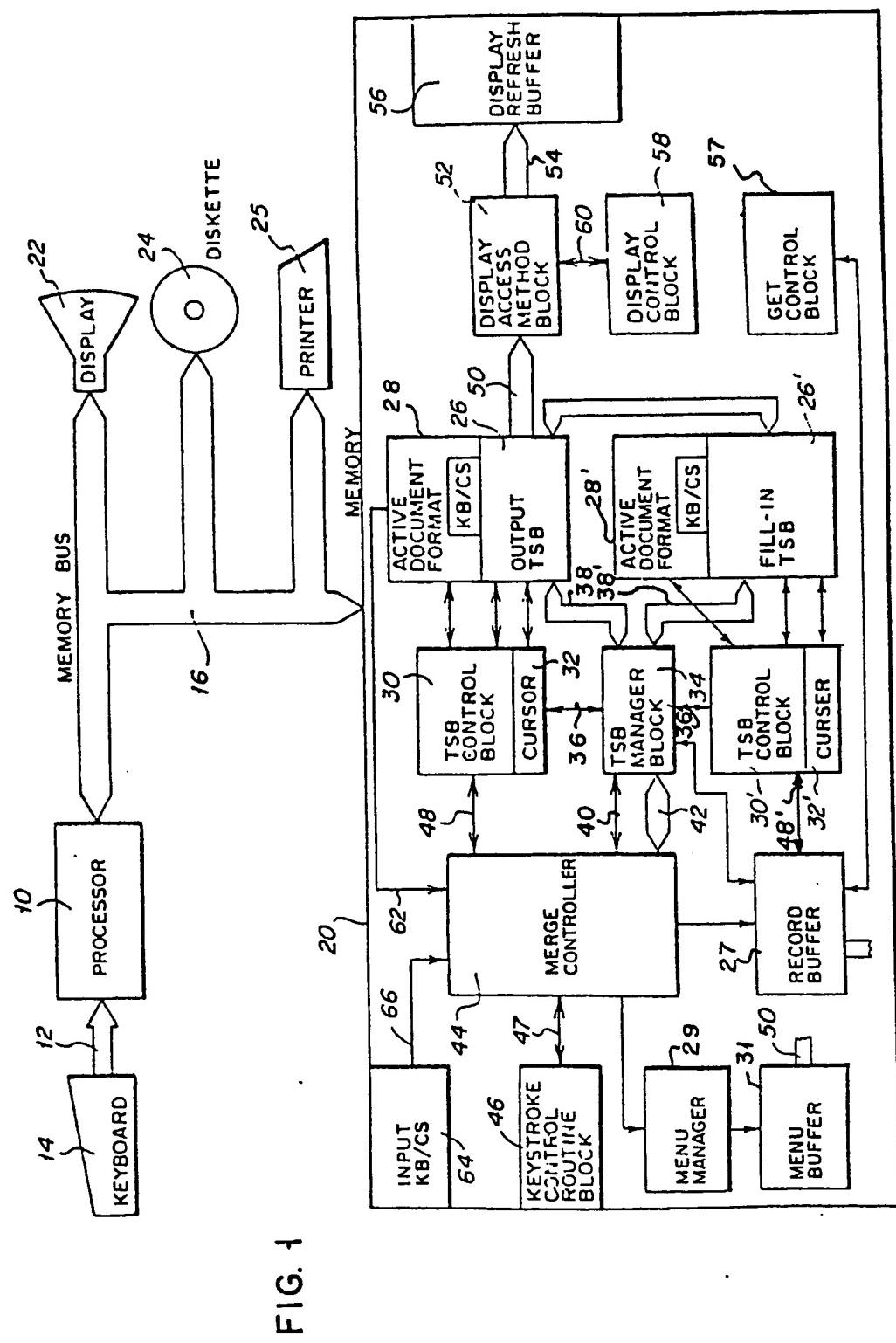
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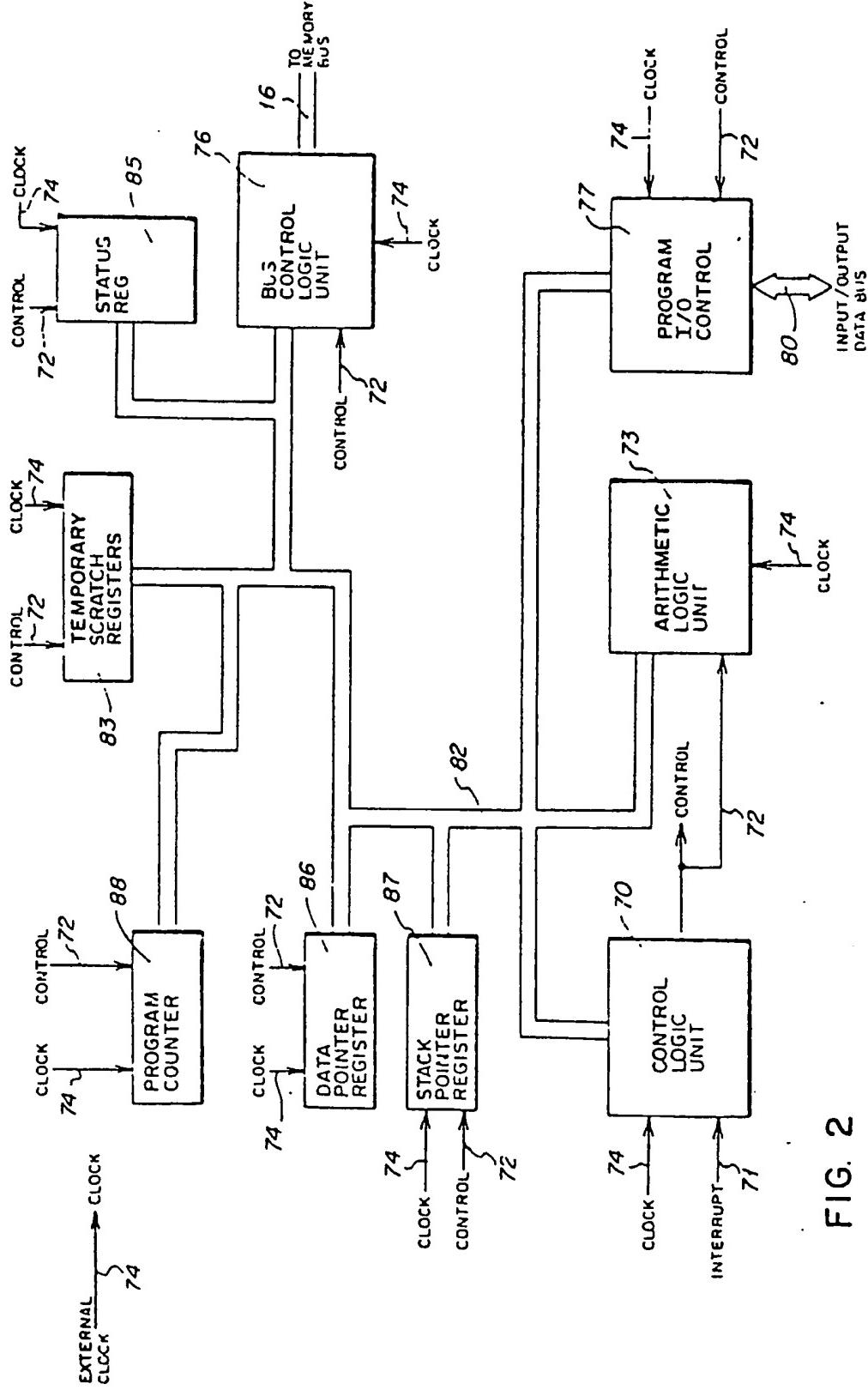


FIG. 2

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DSK001		MERGE TASKS	
ID	<u>ITEM</u>		
a	Merge with Named Variables		
b	Merge with Switch Codes		
c	Go to Task Selection		

When finished with this menu, press ENTER.

Type ID letter to choose ITEM; press ENTER:

FIG. 3

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Merging Variables		MERGE WITH NAMED VARIABLES SETUP	
ID	ITEM	YOUR CHOICE	POSSIBLE CHOICES
a	Shell Document Name		
b	Diskette Name		
c	Fill-In Document Name		
d	Diskette Name		
e	System Page Number (s)		
f	Merged Document Name		
g	Diskette Name		
h	Print Merged Document	1	1 = Yes 2 = No
i	Cancel On Error	1	1 = Yes 2 = No
j	Paper Handling	2	1 = Cut Paper, Manual Feed 2 = Cut Paper, Automatic Feed 3 = Continuous Paper

When finished with this menu, press ENTER.
Type ID letter to choose ITEM; press ENTER:

FIG. 4

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Merging Variables		MERGE WITH SWITCH CODES SETUP			
ID	ITEM	YOUR CHOICE	POSSIBLE CHOICES		Kyb 1
a	Shell Document Name				
b	Diskette Name				
c	Fill-In Document Name				
d	Diskette Name				
e	Merged Document Name				
f	Diskette Name				
g	Print Merged Document	1	1 = Yes	2 = No	
h	Cancel On Error	1	1 = Yes	2 = No	
i	Paper Handling	2	1 = Cut Paper, Manual Feed	2 = Cut Paper, Automatic Feed	
			3 = Continuous Paper		

When finished with this menu, press ENTER.
Type ID letter to choose ITEM; press ENTER:

FIG. 5

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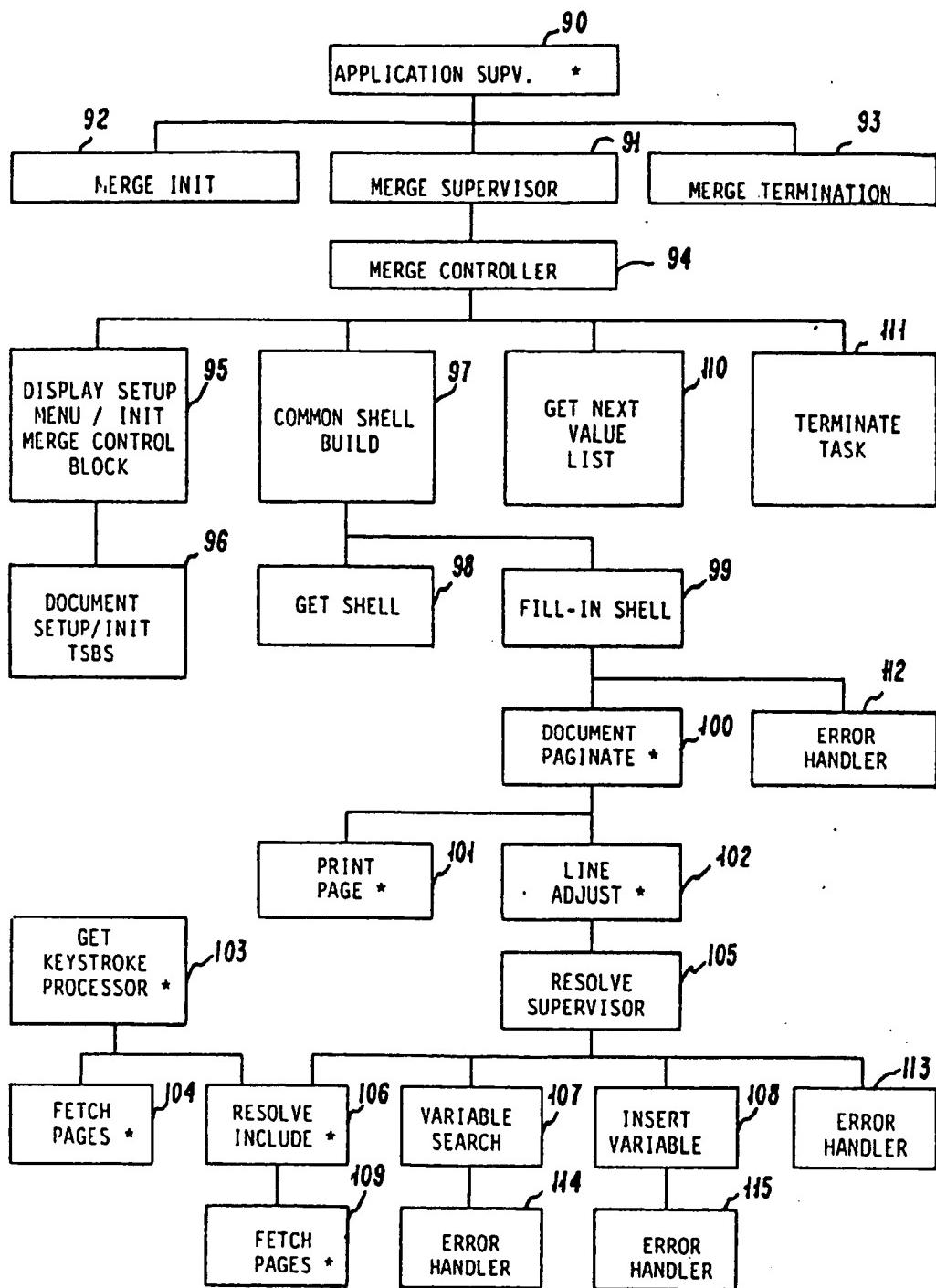


FIG. 6

 NOTE: SECTIONS MARKED
 WITH '' ARE NOT IN*
 THE MERGE SUBSYSTEM
